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**(54) SIMULATED SOUND
GENERATOR FOR
VEHICLE**

(57) Abstract:

PROBLEM TO BE SOLVED: To diversify the effect sound of a game and to improve sound quality by generating simulated sound approximately to actual driving sound in various operating conditions through a small amount of driving sound data in a simulated sound

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generator for vehicle.

SOLUTION: In this simulated sound generator 1 in which sound control signals are outputted in accordance with the operating amount of a driver and the revolving speed of a driving device and driving sound data are read from a storage means 6 in accordance with the signals, the driving sound data are divided into plural ranges in accordance with the operating conditions of the driving device by using the operating amount and the revolving speed as parameters, driving sounds of the driving device recorded in the approximate central condition of a each range and stored in the units of the sound pressure waveforms having an approximately same length with the periodic sound generating interval of the driving device, and the driving sound data are repeatedly generated in accordance with the revolving speed and the periodic sound generating interval of the driving device. The driving sound data are provided on the side of a server 10 connected to the simulated sound generator through a communication line, and transferred to the means 6.

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